General Rules

- Whenever there is an ↔ pointing to empty table, place an exploration card with that Roman numeral fog side up over there.
- If you are supposed to draw a ###, and that number has a ribbon, you must take one whose ribbon matches the Threat you're playing. If none are available, take a same-number empty ribbon ### instead. If there are none, take a same-number **###** instead.
- If you are supposed to draw a ### (no ribbon) but none are available, take a same-number **###** instead. If there are none:
  - If ###◆, simply don't take a card.
  - Otherwise, return The Past cards to their respective homes in the Adventure and **Exploration** decks, then draw.
- If you see a hidden ### on a card (*xyz*)*, you may discard it to The Past and replace it with a ### if its back shows *xyz*👍.
  * **Note:** If it's on a terrain card, or on a permanent event card attached to a terrain card, you must be on the terrain card.
- **Block** a card: Tuck it under your Character card, where it is ineffective (but still has weight if it's a purse card).
- **Unblock** a card: Untuck it from your Character card. If a skill card, shuffle into your Action deck; purse card, put in play in front of you.
- You can discard a skill card from your hand to your discard pile whenever you like.
- You can discard a purse card (even if blocked) to The Past whenever you like, if it has no lock icon.
- You can give a purse card to another character on your terrain card (even if blocked, but it stays blocked), if it has no lock icon. You **or** they must discard Action deck cards equal to its weight.
- At ≤0 life points, you fall unconscious: Remove your character from the board, return all your *Temporary* cards, discard your skill hand cards, shuffle your discard pile into your Action deck, draw 3 Action deck cards as a new hand for when you wake, but banish 1.
  - If all characters involved in an hourglass card action are unconscious, **return** the card.
  - If all characters in the game are unconscious, **you lose**.
  - When you are awakened, return your character to play on the active player's terrain card.
- **Recovery:** –1 life point per 2 random discards* you shuffle back into your Action deck.
  * variants: **Story mode:** –1 life point per **3** random discards. **Survival mode: –2** life points per **3** random discards.
- No room to put a card in play? Unite on a terrain card, then **return** terrain cards and attached permanent event cards as you wish, then shift all of the remaining cards of the map, so you can continue exploring.

Play

1. **Any** player can be the **active player**, and takes an available action (let's say it's **you**).
   Your available actions are the ⬜ on any of the following:
   - your Character card *(can move only if purse card weight ≤ character's weight limit for the current player count)*
   - your current terrain card
   - a permanent event card pointing to your current terrain
   - **mandatory:** a temporary event card that was just revealed
   - a skill card in your hand
   - a purse card in your hand
   - a quest card in your hand
2. Ask the other players **which** of them **will be involved** in the action; only they can use their cards to assist you in whatever transpires.
3. Resolve the action:
   a. Gear Up: Now **choose** any **purse cards** whose ▯ effects you might like to apply to the action, that also **match** the action; **each keyword must be distinct** (no duplicates).
   b. Draw: **Draw** the number of face-down **skill cards** indicated in the action from your Action deck (if there's a **+** you may draw extras), ± any ◆ modifiers, **keeping the cards face down**.
   If your deck runs out before you reach the declared number, you must do Recovery, then finish drawing if possible.
   c. Result: Reveal: Reveal them all and **splay them** to make half-stars into full stars where possible.
   d. Result: Successes: Count the number of **full stars** on these cards (if there's a red chain, you only count as many as the ◆ number).
   e. Result: Gear Effects: Apply the effects you wish to use from **skill cards** from your hand, geared-up **purse cards**, and/or **quest cards**.
   f. Result: Succeed/Fail: **Simple action:** If **full stars ≥ number** in the action's star, **success**; otherwise (stars < number), failure.
   Compound action: –1 to die for each full star. If **die ≤0**, **success**; otherwise (die > 0), failure, but the die retains the new value.
4. Consequence: Apply
   - **Success:** Do the stuff in the white box.
   - **Failure:** Do the stuff in the black box.
     100: Take a 100 from the adventure deck. If multiple involved characters must take Adventure cards, you 1st, then clockwise.
     If it's a **terrain card**, add it to the map as instructed by the card that told you to take it.
     If it has a ^, place it attached to (adjacent to & pointing toward) your current terrain card. Its actions *et al* are accessible from the card to which it's pointing.
     If it's an **hourglass card**, resolve it, then send it to The Past.
     If it's a **global event card**, place it near the board until an effect discards it. It affects the entire board.
     If it's a **purse item card**, either add it to your inventory (see **General Rules**), or send it to The Past (if it has no lock icon).
     If it's a **quest item card**, add it to your **Quest Item card binder** / put it behind the Quest Items divider.
     If it's a **feather card**, [add it to the world map].
5. Consequence: Discard: **Discard remaining** revealed skill and curse cards to Action discard.
6. Hand Size Limit: **Discard** skill and bonus cards down to your character's the hand limit for the current player count.

New Adventure Setup

1. Read ***A New Beginning:*** *Introductory Scenario* aloud. It will even guide you through setup!
2. **OEP:** Make sure the Edge of Peril divider is behind 130 in the Adventure deck.
3. **OEP:** Take a 490.
4. Start the soundtrack matching the fog, single-track repeat.

Leave a Game

1. Remove your character from the board.
2. **Return** your Character card, character skill cards, Action deck, discard pile, and lock-icon purse cards.
3. Give the other players your advanced skill cards, and reflex skill cards; they discard these.
4. Give the other players your blocked purse and quest item cards, which they must also block.
5. Give the other players your other purse and quest item cards.
6. Give the other players your life points (share evenly).

Join a Game (only at Citadel before a scenario begins)

Read ***A New Beginning:*** *Introductory Scenario* aloud to guide the new player through setup.

Save Game (1× per scenario)

1. All conscious characters must be on the same terrain card.
2. No one can be reading a dialog from the Dialogue Book.
3. No one can be performing an action.
4. No mandatory actions can be unresolved.
5. Discard all your skill hand cards.
6. All board cards but current terrain & global events → The Past.
7. Put the Save divider in the box.
8. For **each character**, put this behind the Save divider, in order:
   a. Character card.
   b. That character's blocked cards.
   c. That character's *Save — Action Deck* card.
   d. That character's Action deck.
   e. That character's *Save — Discard Pile* card.
   f. That character's discard pile.
   g. That character's purse cards.
9. Jot your life points, but leave them set correctly on your dial.
10. Put everything in the game box.

Resume Game

1. **Return** cards from The Past to their respective places (Adventure or Exploration).
2. Put the saved terrain card back into play with each **conscious** character on it, as well as saved global events.
3. **Each player** gets their cards back, and sets up their **Character card** with blocked cards under it, **Action deck**, **discard pile**, **purse cards**, and life point **dial** (correct it to what you jotted).
4. Return the Save cards to the box.

Legend

black **The 7th Citadel** base game green **OEP** **On the Edge of Peril** mini expansion

Revision Log

1.1 Removed movement rule erroneously copied from The 7th Continent. Thanks, deur_h!
1.2 If a hidden number is on / attached to a terrain, you must be on it. Thanks, emptierset!